**Playcraft game Ideas**

* Angry Bird start and then level based
* Hero can switch weapons from a bow and a sword or dagger
* Hero has the ability to upgrade his bow and sword throughout the game
* Hero has attributes: Speed, roll speed, strength(dps), resistance(in terms of damage taken), vitality(health). Attributes can be increased with an increase in Hero level
* Hero level increases each time you kill an enemy and after a certain point, you can level up. Level ups get increasingly more difficult to obtain
* Levels are tiled based(using Tiled and .tmx maps)
* Variety of different enemies and each “levelpack” has mini bosses and one major boss
* Graphics….
* LodeRunner based- you can shoot the blocks to your immediate right and left, sprays, bombs, gold, different tiles(honey, slippery ice, grass, hard ground for drilling), traps, ladders, obstacles, chests that you can open
* Enemy respawn? If so, how to fix the xp? Place an xp cap on the level?

**Things to do**

* Learn playcraft
* Designate who is coding what
* Figure out how we are going to do our graphics and where we can get placeholder art for when we are developing our game